⌈ Replace the paragraph beginning at page 6, line 15, with: ⌉

The present invention is intended for use of a system for configuring a automated machine comprising peripheral devices (object) and controllers with PnP interfaces (i.e., having the feature of Plug and Play).

Replace the paragraph beginning at page 13, line 2, with:

Figs. 4A through 4C are block diagrams showing another software architecture including a plurality of peripheral devices according to Embodiment 1 of the present invention;

IN THE CLAIMS

Replace the existing claims with:

1. (Amended) A system comprising:

a controller;

a monitor connected with said controller;

at least one object to be controlled, said object being connected to said controller;

development means for developing a program for said object;

implementing means for implementing the program developed by said development means; and

a software module uniquely assigned to said object and providing at least one of

an icon procedure for displaying an icon for said object in a display area on said monitor,
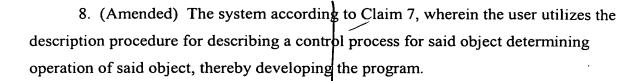
a description procedure for describing a control process for said object, and

an implementing procedure for implementing the control process developed for said object.

2. (Amended) The system according to Claim 1, wherein

said object includes at least one device from which said development means acquires a global unique ID, and

said development means identifies said software module with the global unique ID.

3. (Amended) The system according to Claim 2, wherein said software module is stored within said object so that said development means acquires said software module from said controlled object.

4. (Amended) The system according to Claim 2, wherein said software module is stored within a database server connected with said development means through a communication bus so that said development means acquires said software module from the database server.

5. (Amended) The system according to Claim 2, wherein said development means provides a display area on the monitor in which at least one icon is displayed, the icon representing one of said object connected to said controller and an object to be connected to said controller.

6. (Amended) The system according to Claim 5, wherein the icon procedure displays a plurality of icons in the display area on said monitor, each icon illustrating current status of said object.

7. (Amended) The system according to Claim 5, wherein

said development means provides a development area on said monitor, and

a user copies the icon from the display area onto the development area, thereby developing the program.

8. (Amended) The system according to Claim 7, wherein the user utilizes the description procedure for describing a control process for said object determining operation of said object, thereby developing the program.

9. (Amended) The system according to Claim 8, wherein the icon procedure displays a plurality of icons in the display area on said monitor, each icon illustrating operation of said object.

10. (Amended) The system according to Claim 7, wherein the user connects a plurality of the icons with each other to form a flowchart in the development area, thereby developing the program.

11. (Amended) The system according to Claim 9, wherein said development means displays the icons in the display area, and simulates operation of said object while execution of the program is simulated, whereby the monitor is used for displaying simulation of said object.

12. (Amended) The system according to Claim 6, wherein said development means displays the icons in the display area, illustrates operation of said object while said implementing means implements the program, whereby the monitor is used for displaying operation of said object.

13. (Amended) The system according to Claim 7, wherein said implement means sends messages to and/or receives messages from said object according to the program developed.

14. (Amended) The system according to Claim 7, wherein said object is connected to said controller through an interface including at least one of a Plug and Play function and a Hot Plug function.

15. (Amended) A storage medium storing a computer program for execution on a system which comprises

a controller,

a monitor connected to said controller,

at least one object to be controlled, said object being connected to said controller,

development means for developing a program for said controlled object,

implementing means for implementing the program developed by said development means, and

a software module uniquely assigned to said object, said software module including an icon procedure for displaying an icon for said object in a display area on said monitor, a description procedure for describing a control process for said object, and an implementing procedure for implementing the control process developed for said object,

said system including said object including at least one device,

said computer program comprising:

a first subprocess in which said development means acquires a global unique ID from said device;

a second subprocess in which said development means identifies said software module with the global unique ID;

a third subprocess in which said development means provides a display area on the monitor, in which at least one icon is displayed, the icon representing one of said object connected to said controller and an object to be connected to said controller;

a fourth subprocess in which said development means provides a development area on said monitor; and

a fifth subprocess in which the icon is copied from the display area onto the development area, thereby developing an application program.